

# Davi Gurgel

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## EDUCATION

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### Universidade Federal da Paraíba (UFPB)

*Bachelor's of Science, Computer Science*

João Pessoa, PB

June 2024 — December 2027

- Cumulative GPA: 9.3/10
- Relevant Coursework: Data Structures and Algorithms, Software Engineering, Databases, Object Oriented Programming, Artificial Intelligence, Linear Algebra, Discrete Mathematics

## WORK EXPERIENCE

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### AI Researcher

ARIA, Artificial Intelligence Applications Laboratory

Feb 2025 — Present

*João Pessoa, PB*

- Conducted exploratory data analysis on records of hundreds of patients to identify potential correlations and medical insights in a project with Hospital Lauro Wanderley.
- Performed data cleaning, visualization, and built a machine learning model on extensive patient data for research purposes.

### Data Scientist

LOTEP

Nov 2025 — Present

*João Pessoa, PB*

- Using Python, Pandas, and Dash, I developed interactive dashboards and reporting tools to generate strategic insights for LOTEP's executive decision-making.
- I performed extensive data analysis to identify potential gambling addicts and frauds

### Computer Vision Intern

Filma Eu - ARIA

Feb 2025 — Aug 2025

*João Pessoa, PB*

- Developed visual effects, applying Python and computer vision techniques to enhance media content.
- Built and trained a custom YOLO object detection model to identify beach tennis players and rackets, leveraging OpenCV and scikit-image for image preprocessing and analysis.

## PROJECTS

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### GuardAzul PB - Mobile Environmental Protection App

- Built a React Native + FastAPI + PostgreSQL app with Computer Vision validation for georeferenced environmental reports and automated pollution detection, featuring an AI-powered chatbot for coastal ecosystem education.
- Reached the final stage of the Oceano Digital Hackathon for innovative project development.

### TARG - Time-Series Analysis & Report Generator

- Designed a web platform to predict BBAS3 stock prices (5-day horizon) using LSTMs, web scraping, and sentiment analysis.

### Brazilian Championship Simulator

- Built a football championship simulator leveraging MVC, Strategy, and Factory patterns, with automatic scheduling, realistic match simulation, and dynamic standings.
- Achieved top grade for the project, reflecting excellence in implementation and design.

## EXTRACURRICULAR ACTIVITIES

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### Trainee

Trilha

Aug 2024 — Dec 2024

*João Pessoa, PB*

- Learned from UFPB senior students now working at leading startups or pursuing graduate studies at top U.S. universities.
- Developed core competencies in AI, programming logic and web development, with hands-on experience in software development tools and best practices for ML pipelines.

## SKILLS

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- **Programming Languages:** JavaScript, Typescript, Python, C, Java.
- **Technologies:** Git, UNIX, Docker, PostgreSQL, MongoDB, Pytorch, Dash Plotly, Pandas, SpringBoot, FastAPI.
- **Languages:** Native Portuguese, Fluent English and Basic Spanish.